PlayStation®

NTSC U/C

PlayStation®

幻世虚構 精霊機導弾
ELEMENTAL GEARBOLT™

TEEN

T

CONTENT RATED BY ESRB

SLUS-00654

WORKING DESIGNS

We are delighted that you have chosen **Elemental Gearbolt™** for play on your PlayStation® game console. We hope that you will continue to enjoy this and all of our games for the PlayStation game console. Due in part to the numerous requests we've had for expansion into new game genres, this game now rests in your hands. Please continue to tell us what **YOU** want, because we are always interested in what **YOU** think of our games and what games **YOU** would like to see released in this country.

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION® DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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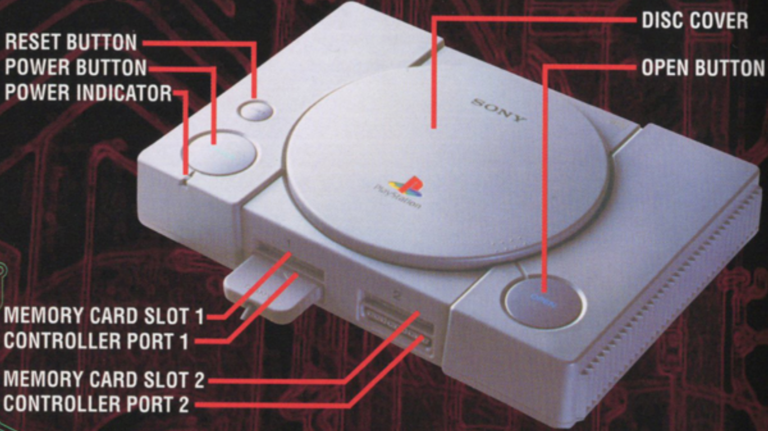
PLAYSTATION® GAME CONSOLE

Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the Elemental Gearbolt™ disc and close the disc cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.

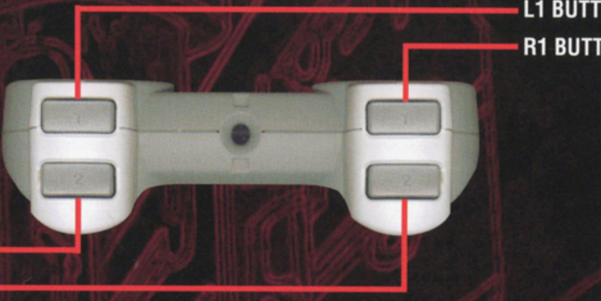
CONSOLE


RESET BUTTON
POWER BUTTON
POWER INDICATOR
DISC COVER
OPEN BUTTON
MEMORY CARD SLOT 1
CONTROLLER PORT 1
MEMORY CARD SLOT 2
CONTROLLER PORT 2

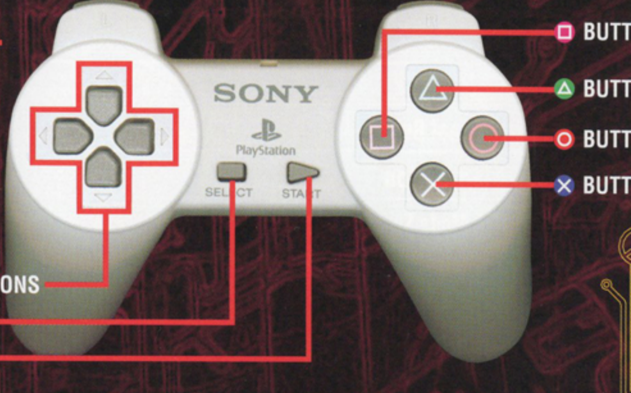
PLAYSTATION® CONTROLLER

CONTROLLER

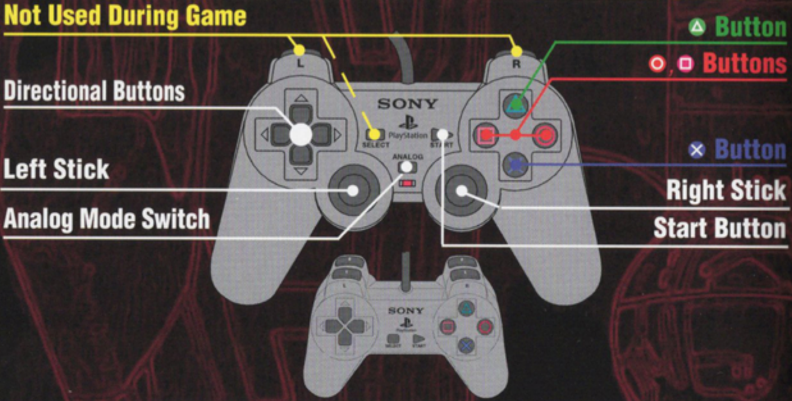
Front View


L1 BUTT
R1 BUTT
L2 BUTTON
R2 BUTTON

Top View


□ BUTT
△ BUTT
○ BUTT
✕ BUTT
SONY
PlayStation
SELECT
START
DIRECTIONAL BUTTONS
SELECT BUTTON
START BUTTON

KNOW YOUR CONTROLLER

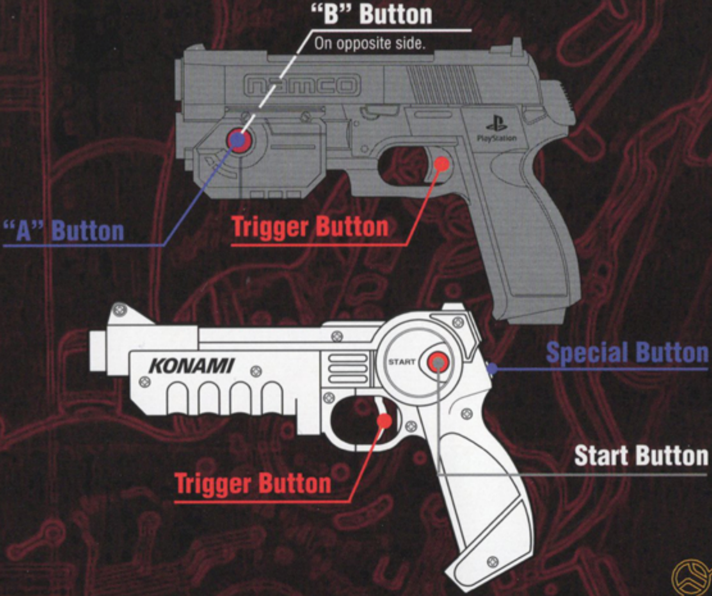

Not Used During Game
Directional Buttons
Left Stick
Analog Mode Switch
△ Button
○, □ Buttons
× Button
Right Stick
Start Button
L
R
SONY
PlayStation
SELECT
START
ANALOG

CONTROLLER CONFIGURATION

Directional Buttons	Moves the sight on the screen. Moves the cursor on Menu items and boxes that require a response.
Start Button	Starts a new game or pauses the game. Used to confirm menu commands.
Analog Mode Switch	Press this button to enable the Left or Right Stick.
× Button	Used only on the Options Screen to return to the previous screen.
○, □ Buttons	**Shot.** Fires weapons.
× Button	**Shot change.** Used to change between weapons during the game. Used to confirm menu commands.

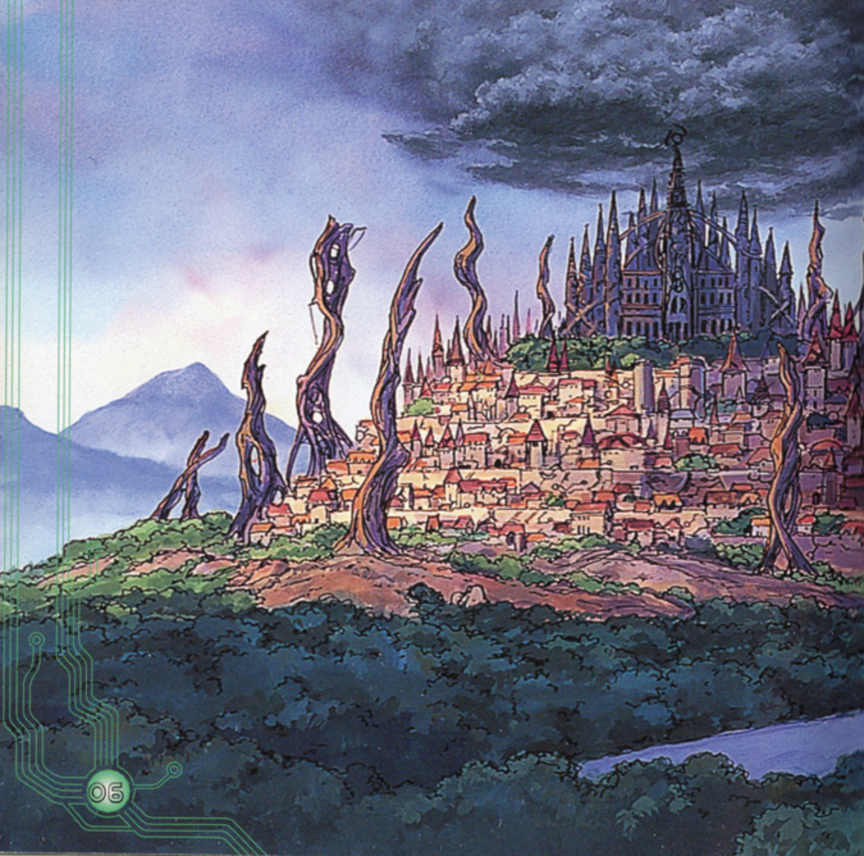
NOTE: Pressing START and the "Shot Change" button at the same time will return the game to the Title Screen.

KNOW YOUR GUN


"B" Button
On opposite side.
"A" Button
Trigger Button
Special Button
Start Button
Trigger Button

GUN CONFIGURATION

Trigger Button	**Shot.** Fires weapons. Moves cursor on menu items.
Special/"A" Button	**Shot change.** Used to change between weapons during the game.
Start/"B" Button	Starts a new game or pauses the game. Used to confirm menu commands.



MAGIC

The Beyond is a force from which humanity descended long ago. Those that are familiar with this force commonly refer to it as the beginning of life. Long ago, it also created Liftrashil, a being capable of moving between the dimensions that separate worlds.

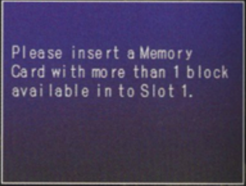
Many years ago, the Great Magic Empire awakened The Beyond in order to use its power. Filled with its magic, the Empire boasted greater prosperity than ever before. They soon learned that The Beyond could also be used as a weapon to remove the will and power from enemies, and the Magic Empire sought to use it against their foes. Unfortunately, this power was a two-edged sword – a terrible truth the Empire soon learned.

The Beyond's power was a contaminant, that could not be focused absolutely. It began to affect the Magic Empire as well, draining their will and power along with their enemies. Realizing the dire consequences of their actions, they sought to contain the damage by confining all magic elements, including fairies. However, before The Beyond could be completely sealed once again, the inhabitants of the Magic Empire were completely contaminated, and the kingdom fell from power. In a last-ditch effort to halt the contamination, the remaining inhabitants sank what remained of their once-great city into the area beneath the Plains of Regret. Many years later, the area was excavated by Bel Cain's men and came to be called the Crypt of Despair.

BEFORE YOU BEGIN

SETTING UP A SAVE FILE

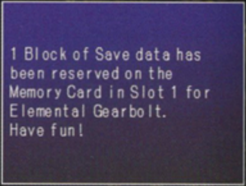
When the game is first started it is important to create a save file on the Memory Card. After a save file is created, the latest high scores, as well as any changes made to the options, will save automatically.


Please insert a Memory Card with more than 1 block available in to Slot 1.

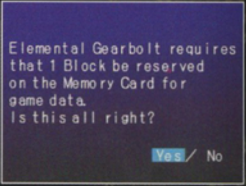
The game will prompt the user to create a save file when a Memory Card, or a new Memory Card, is inserted into the Memory Card Slot. To create a save, select "YES". Press the ⊗ button or the "B" button. The save file will be created. To cancel, select "NO". Press the ⊗ button or the "B" button. A save file will not be created. *NOTE: If a save file is not created, the game data will not be saved.*

SAVING DATA

Save game data. If a save file has been created on the Memory Card, the latest high scores and any changes made to the options will automatically be saved to the Memory Card.

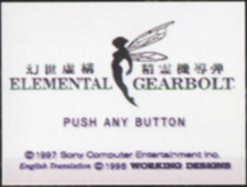

1 Block of Save data has been reserved on the Memory Card in Slot 1 for Elemental Gearbolt. Have fun!

If another Memory Card is inserted during the game, a decision must be made whether or not to save onto the Memory Card. Use the Directional Buttons or the Trigger to choose either "YES" or "NO". Then press the ⊗ button or the "B" button to confirm the decision. *Please do not remove the Memory Card or press reset during a save or a load.*


Elemental Gearbolt requires that 1 Block be reserved on the Memory Card for game data.
Is this all right?

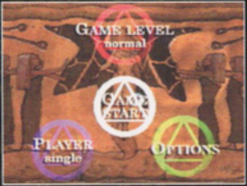
Yes / No

STARTING THE GAME


幻世虚構
精霊機導弾
ELEMENTAL GEARBOLT
PUSH ANY BUTTON
©1997 Sony Computer Entertainment Inc.
English Translation ©1998 WORKING DESIGNS

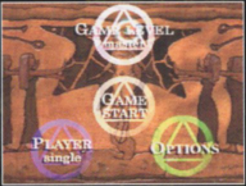
After the opening movie, the Main Title Screen will appear. Press the Trigger button on the gun, or the START button on the controller to make the Menu Screen appear. The options displayed on the Menu Screen are described below.

GAME START


GAME LEVEL
normal
GAME START
PLAYER
single
OPTIONS

Begin playing the game. Shooting the Game Start option, or pressing the START button will begin the game. However, before starting the game, make sure to select the appropriate game level and adjust the gun calibration under the "Options."

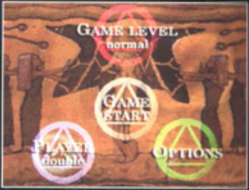
GAME LEVEL


GAME LEVEL
GAME START
PLAYER
single
OPTIONS

Game difficulty. There are three different game modes: Training, Normal, and Master. Training Mode is the easiest; however, only the first three levels can be played. In Normal Mode all of the levels can be played, and there will be only three continues. To earn the title "Elemental Master," try beating the game on Master Mode. The difficulty of Master Mode is harder than Normal Mode, and there are *NO* continues.

STARTING THE GAME

PLAYER



GAME LEVEL
normal

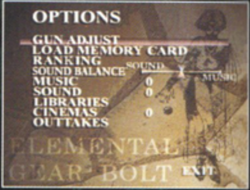
GAME START

PLAYER
double

OPTIONS

Select number of players. To have more than one person play the game, switch the number of players from SINGLE to DOUBLE. During the game (except for Master Mode) another player can join in the action by pressing the START button on the controller, or the "B" button on the gun. During a two-player game, both players will simultaneously play the game; however, the difficulty of the game will be increased.

OPTIONS

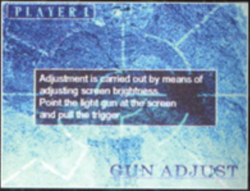


OPTIONS

GUN ADJUST
LOAD MEMORY CARD
RANKING
SOUND BALANCE SOUND MUSIC
MUSIC 0
SOUND 0
LIBRARIES
CINEMAS 0
OUTTAKES

Change game configuration. The following game settings can be accessed: gun adjust (calibration), load memory card, ranking, sound balance, music, sound, libraries, cinemas, and outtakes.

GUN ADJUST (CALIBRATION)



PLAYER 1

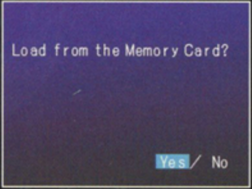
Adjustment is carried out by means of adjusting screen brightness.
Point the light gun at the screen and pull the trigger

GUN ADJUST

Adjust the aim of the gun. Shoot the center of the screen to adjust the aim of the gun. After the gun has been adjusted, press the "B" button. To re-aim the gun, press the "A" button.

STARTING THE GAME

LOAD MEMORY CARD

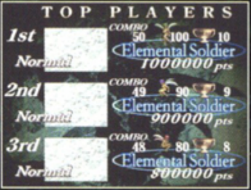

Load from the Memory Card?

Load games. Allows the game's configuration and high scores to be loaded from a Memory Card. *Please do not remove the Memory Card during a save or a load.*

Use the Trigger button to select "YES" or "NO". Press the "B" button to confirm the decision.

Use the Left or Right Directional Buttons to select "YES" or "NO". Press the ✕ button to confirm the decision.

RANKING


TOP PLAYERS

1st Normal COMBO 50 100 10 Elemental Soldier 1000000 pts

2nd Normal COMBO 49 90 9 Elemental Soldier 900000 pts

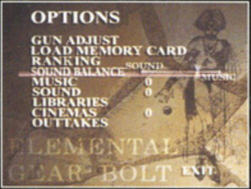
3rd Normal COMBO 48 80 8 Elemental Soldier 800000 pts

Displays the top ten scores.

Press the "B" button to display the scores. Press the "A" button to return to the Options screen.

Press the ✕ button to display the top ten scores. Press the △ button to return to the Options screen.

SOUND BALANCE


OPTIONS
GUN ADJUST
LOAD MEMORY CARD
RANKING
SOUND BALANCE
SOUND
MUSIC
MUSIC 0
SOUND 0
LIBRARIES
CINEMAS 0
OUTTAKES
ELEMENTAL GEAR BOLT
EXIT

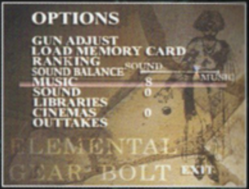
Change Music and Sound Effect levels. Move the cursor to the left to increase the volume of the sound effects, or move the cursor to the right to increase the volume of the music.

"A" button moves the cursor to the left. "B" button moves the cursor to the right.

Use the Left or Right Directional Buttons to move the cursor to the right or the left.

STARTING THE GAME

MUSIC



OPTIONS

GUN ADJUST
LOAD MEMORY CARD
RANKING
SOUND BALANCE SOUND MUSIC
MUSIC 8
SOUND 0
LIBRARIES
CINEMAS 0
OUTTAKES

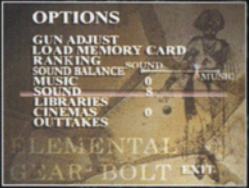
ELEMENTAL GEAR BOLT
EXIT

Music themes. Plays all of the music selections found in the game. This option is only available after finishing the game in Normal Mode.

"B" button plays a music theme. "A" button plays the previous theme.

Use the Left or Right Directional Buttons to select a theme. Press the ✕ button to play the theme. Press the △ button to cancel the theme.

SOUND



OPTIONS

GUN ADJUST
LOAD MEMORY CARD
RANKING
SOUND BALANCE SOUND MUSIC
MUSIC 0
SOUND 8
LIBRARIES
CINEMAS 0
OUTTAKES

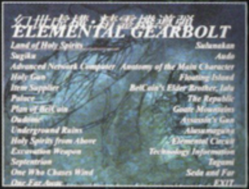
ELEMENTAL GEAR BOLT
EXIT

Sound effects. All of the sounds in the game can be played on demand. This option is only available after finishing the game in Normal Mode.

"B" button plays a sound effect. "A" button plays the previous sound effect.

Use the Left or Right Directional Buttons to select which sound effect to play. Press the ✕ button to listen to the sound effect. To cancel and return to the Options screen, press the △ button.

LIBRARIES



ELEMENTAL GEARBOLT

Research documentation. After the game is finished on Training Mode, the library option will be accessible. There are a number of subjects that can be researched in order to get a better understanding of the Elemental Gearbolt incident.

LIBRARIES (CONT.)

Use the Trigger button to select a subject. Press the "B" button to view the information on the subject. Press the "A" button to return to the Library screen.

Use the Left or Right Directional Buttons to select a subject. Press the × button to view the information on the subject. Press the △ button to cancel and return to the Library screen.

CINEMAS

Animated movies. After completely beating the game on Master Mode, all of the animations in the game can be played at any time.

"B" button plays the animation. "A" button views the previous animation.

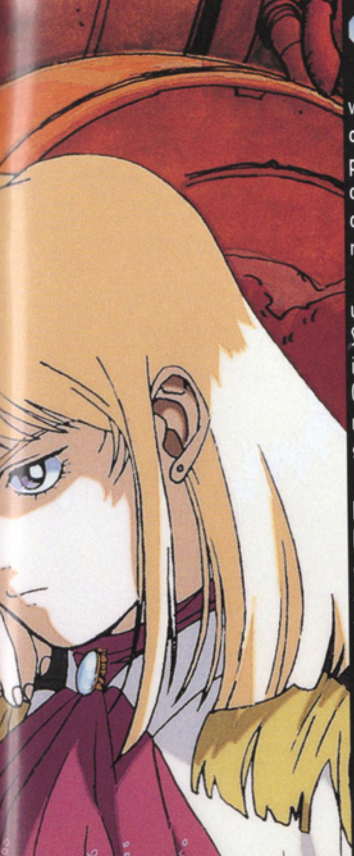
Use the Left or Right Directional Buttons to select the animation number to view. Press the × button to view the animation. Press the △ button to return to the Options screen.

OUTTAKES

Actor Blunders. After completely beating the game on Master Mode, the outtakes from the recording sessions can be heard.

Press the "B" button to play the outtakes. Press the "A" button to return to the Options screen.

Press the × button to play the outtakes. Press the △ button to cancel and return to the Options screen.



SACRIFICE

Deeply resentful of the oppressive reign of the Audo class of which Bel Cain and Ialu are members, the Sulunakans seek to overthrow it to regain their former prominence. The Sulunakan people are descendants of the Magic Empire. As such, their culture is steeped in the combination of magic and technology, and they use their knowledge of these to further the resistance.

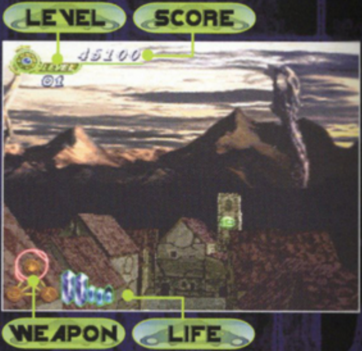
Nell and Seana are part Sulunakan. Their father is, unsurprisingly, a covert revolutionary. Seeking to squash the Sulunakan resistance, Ialu befriended this man, taking a false identity and working his way into the Sulunakan underground. Once his position was established, Ialu plotted to bait the resistance into the open so they could be squashed in one fell-swoop.

Unfortunately, Ialu's plan involved offering his half-brother Bel Cain as the bait. He would have Bel Cain's attendant, Netanius, "secretly" bring him to the Sulunakan marketplace on the pretense of showing the young prince where his mother once lived. Ialu, undercover as a revolutionary, would dutifully inform the Sulunakan resistance of Bel Cain's impending visit, knowing they would attempt to assassinate the future Audian king.

The only uncertain part of the plan was that Ialu had no way to absolutely guarantee Bel Cain's safety. But if that was the price of success, so be it. Ialu's first duty was to his father, the King, and his feelings toward his half-brother had always been mixed...

GAME SCREEN

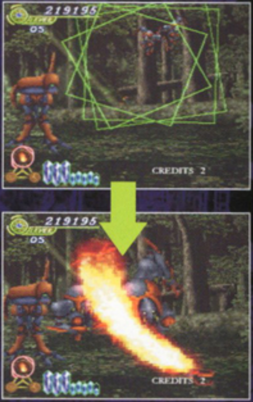
THE GAME SCREEN



The key to winning the game is to become familiar with the game screen. This screen displays key information regarding the character such as: current level, score, weapon, and life. Watch the life gauge! When all of the crystals disappear, the game is over.

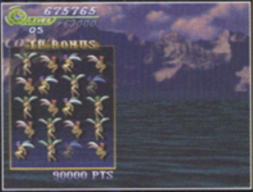
AVOID GETTING ATTACKED

In order to avoid getting attacked...*shoot the enemy!* Of course, this is generally easier said than done. The best way to do this is to watch the sight on the game screen. When an enemy appears on the screen, a green sight will start to close in. When the sight has disappeared, the enemy will open fire. The key is to never give them a chance to fire their weapon. Pay attention to the sight and make sure that the enemy is destroyed before the sight disappears.



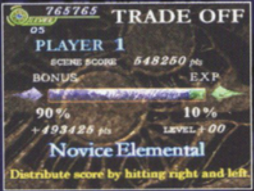
CLEARING A LEVEL

SCENE CLEAR

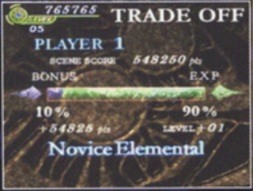

675765
05
BONUS
90000 PTS

After completely destroying the main boss at the end of each level, the number of fairies that have been saved will be tallied up for a bonus score. Perfect fairy retrieval nets a 100,000 bonus. After this tally, the game proceeds to the "Trade Off" screen.

TRADE OFF


765765
05
TRADE OFF
PLAYER 1
SCENE SCORE
548250 pts
BONUS
EXP
90%
10%
+493425 pts
LEVEL +00
Novice Elemental

Distribute score by hitting right and left.


765765
05
TRADE OFF
PLAYER 1
SCENE SCORE
548250 pts
BONUS
EXP
10%
90%
+54825 pts
LEVEL +01
Novice Elemental

The Trade Off screen allows advances to be allocated in two main ways: bonus and experience. By increasing the bonus, the player's overall score will be increased. On the other hand, increasing the player's experience will increase their physical strength and the power of their weapons.

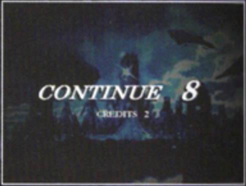
Shoot the left side of the screen to increase the character's bonus. Shooting at the right side of the screen will increase the character's experience. The needed score and the needed experience points for the next level will be displayed below the bar. *NOTE: This option is skipped in Master Mode.*

EXPERIENCE POINTS TO NEXT LEVEL

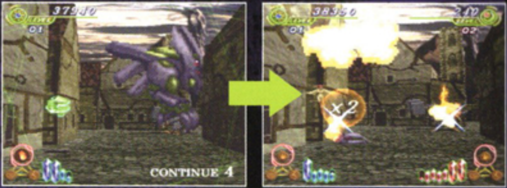
Level	Experience Points	Physical Strength
1	0	280
2	50,000 Exp.	320
3	120,000 Exp.	360
4	300,000 Exp.	400
5	520,000 Exp.	440
6	820,000 Exp.	470
7	1,170,000 Exp.	500
8	1,570,000 Exp.	530
9	2,000,000 Exp.	560
10	2,500,000 Exp.	590
11	3,000,000 Exp.	620
12	3,500,000 Exp.	650
13	4,000,000 Exp.	670
14	4,500,000 Exp.	680
15	5,000,000 Exp.	690
16	6,000,000 Exp.	700

HOW TO CONTINUE

CONTINUING THE GAME

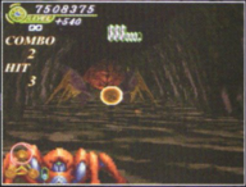


It is only possible to continue if the mode of the game is Training or Normal. In a single-player game, after dying, the game will continue from the beginning of the act. To make it a little easier to clear the stage, the character's level will be increased. On the other hand, in a two-player game the players can continue playing without restarting the level, unless both players die at the same time.



During a two-player game, it is possible to continue playing the current level without restarting from the beginning of the level.

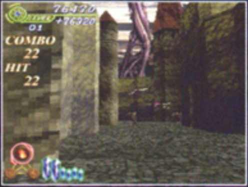
INVINCIBILITY MODE



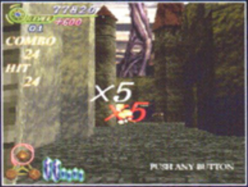
There is a secret invincible state known as "VERSAK" in the game. When the character is in this state (shown by the infinity symbol under LEVEL), they will be completely invincible. Also, their weapons will be at maximum power. Don't get too cocky, this is only a temporary phase. After a certain amount of time, the character will return to normal.

COMBO SYSTEM

COMBO SYSTEM


76470
+76920
01
COMBO
22
HIT
22

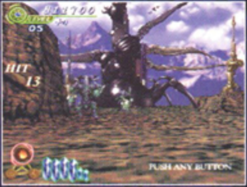
In order to receive the highest possible score, it's necessary to make good use of the Combo System. To receive the highest score, make sure to keep the value for Combo and Hit at a maximum by not missing targets.


77820
+600
01
COMBO
24
HIT
24
×5
×5
PUSH ANY BUTTON

COMBO

By continuously shooting enemies or items, the score will be multiplied by the combo value. The combo value will reset if the character misses a shot or receives damage.

HIT


05
HIT
13
PUSH ANY BUTTON

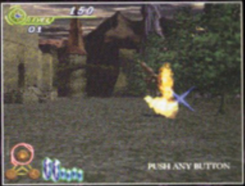
By continuously shooting enemies the score will be multiplied by the hit value, even if they're not destroyed. The hit value will reset if the character misses a shot or receives damage.

WEAPONS

Both characters are armed with the Holy Gun. The Holy Gun is capable of firing three different types of shots dubbed Blaze Phoenix, Thunder Tiger, and Water Snake. Each shot is specifically designed to be used to effectively destroy enemies. Take the time to become familiar with the weapons. Victory depends on it.

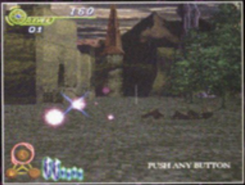
BLAZE PHOENIX

Fire Element. The high attack power of the Blaze Phoenix makes it a perfect weapon for beginners or experts. This shot can quickly destroy any foe that is dim enough to get in the way.



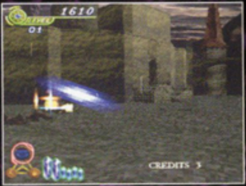
THUNDER TIGER

Wind Element. The Thunder Tiger has the ability to track the enemy for a certain distance. One squeeze of the trigger will fire a volley of shots, making a hit bonus easy to attain.



WATER SNAKE

Water Element. Fires numerous shots automatically, making a hit bonus increase easier. On the downside, it's hard to aim, so getting a combo bonus is very difficult.



ITEMS

COMBO
2
HIT
4
×2
CREDITS 3

Many items can be found throughout the game by shooting at key areas on the screen. Once an item has been found, shoot it again to place it in the character's inventory.

SILVER

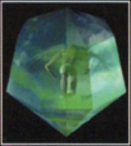
GOLD

SMALL

LARGE

FAIRIES

Break the seal to free the fairies. If all the fairies are released on a level, a perfect bonus of 100,000 is added to the player's score.



SEAL

CHALICES

There are twelve chalices hidden throughout the game, two per level. Every four chalices correspond to one weapon type. Once a chalice has been found, quickly shoot it to place it in the character's inventory.

CHALICE

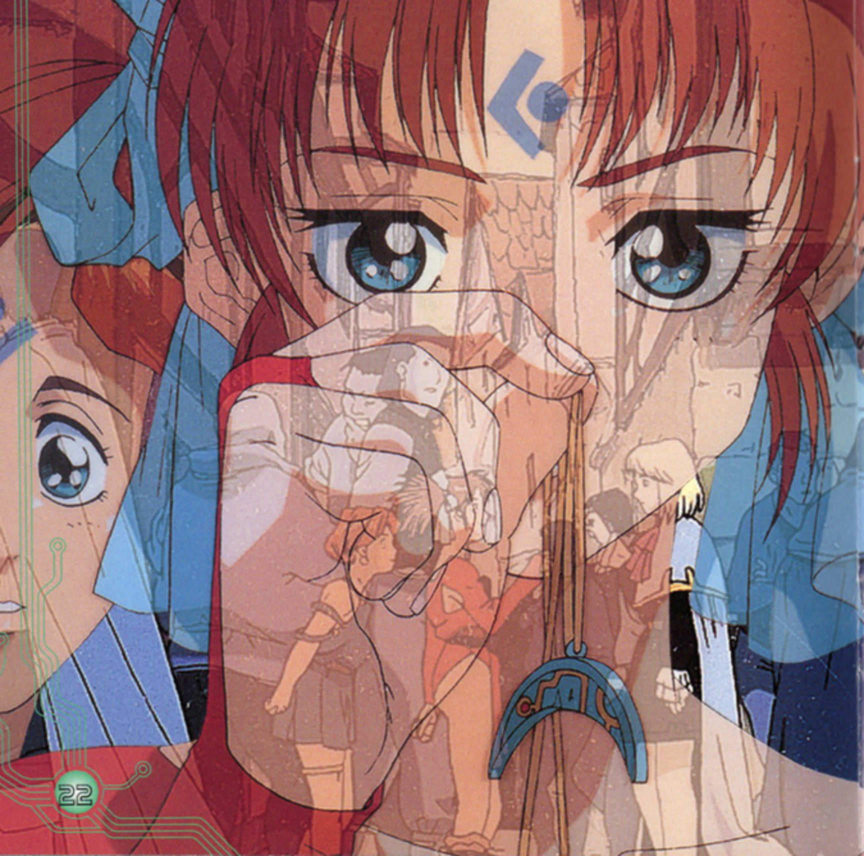
COINS

Silver and gold coins can be found inside Item Balls. Silver coins are valued at 500 points, and gold coins are valued at 3,000 points each.

ITEM BALL

POTIONS

Potions can also be found in Item Balls. Small potions recover 25% of the character's power, while large potions recover 50%.



FATE

During Bel Cain's visit to the marketplace as part of Ialu's covert plan, Bel Cain ditched his attendant and headed out to explore. Shortly after arriving, fate intervened in Bel Cain's life.

Bel Cain rescued a girl named Nell from some other children who wanted to pay back a beating she had earlier inflicted on them. Grateful, Nell showed Bel Cain the sights of her beloved city, and they made a pact to meet in the marketplace the next day. Before departing, Bel Cain gave Nell half of a pendant his mother had given him. His mother had always said that the pendant had the power to reunite two parties.

Unfortunately, that meeting was not to be. When Bel Cain attempted to return, the Sulunakan revolutionaries executed their assassination attempt. Bel Cain was swept out of harm's way, and a number of the revolutionaries, including Nell's father, were killed in the skirmish. Upon hearing the news, a tearful Nell gazed heavenward, pendant dangling from her neck, and vowed to avenge her father's death at any cost

Years later, when Nell and Seana had become prominent members of the Sulunakan revolutionary forces, they were captured in battle and returned to the Capitol as war trophies. It was here that fate intervened a second time. The now-suicidal Network Computer chose these two to become hosts to the Elemental Circuit, and programmed them to destroy the small Kingdom and the network computer itself. Had the computer known of the fateful interrelationship between Nell, Seana, and Bel Cain from years earlier, it is doubtful they would have been chosen for this task.

GAME PREVIEW

OPENING ACT

Grieving Angel's Descent

Warning bells ring throughout the city as the Destruction Machines Nell and Seana have become begin their assault. The Holy Gun uses the memory of the two girls to make its way to the Prince's palace.

1650
+450
01
COMBO
5
HIT
5

648380
01
PUSH ANY BUTTON

ACT 2

Enter the Dragon

Proceed through the forest to the lake. Near the lake lies a facility where bio-technology experiments are being conducted on living creatures.

511540
+240
04
COMBO
2
HIT
2
PUSH ANY BUTTON

851415
+360
04
COMBO
6
HIT
6
CREDITS 3

ACT 3

The Crypt of Despair

The giant cave behind the lake is where the Magic Empire is entombed. Destroy what's left of the Magic Empire before continuing to the next area.

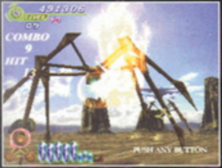
629192
07
PUSH ANY BUTTON

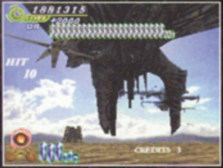
GAME PREVIEW

ACT 4

Plains of Regret

These plains, once known for their rich, productive soil, are nothing but barren desert. The Royal Military Police are holding military simulations in this area.

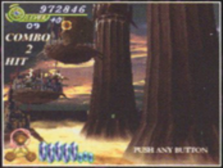

491306
07
COMBO
9
HIT
PUSH ANY BUTTON

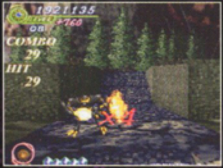

1881315
08
+2000
HIT
10
CREDITS 3

ACT 5

The Palace Ruins

By equipping the Spirit Circuits, the main palace and a number of other cities are now floating high above the Plains of Regret. Slay the guard and enter the palace.

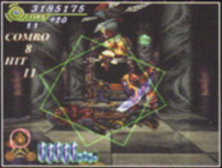

972846
09
COMBO
2
HIT
PUSH ANY BUTTON

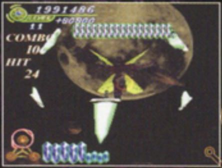

1921135
08
+760
COMBO
29
HIT
29

FINALE

Purposed to Perish

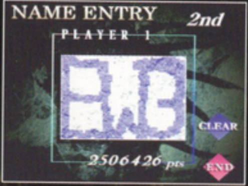
Once in the palace, travel to the inner chamber in order to do battle with Ialu, Bel Cain, and...others.


3185175
11
COMBO
8
HIT
11

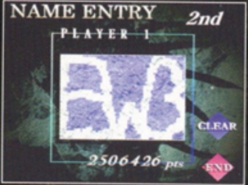

1991486
11
COMBO
HIT
24

NAME ENTRY SCREEN

To get a top ten score, the final score must beat one of the existing top ten scores. If the final score is in the top three, then it is possible to enter a name. To write a name or draw a picture, first press and hold down the Trigger button. Now move the cursor on the screen to draw. Release the Trigger button after writing a name or drawing a picture. If a minor mistake is made, first hold down the "A" button, then move the cursor over the area that needs to be erased. To completely erase the screen, select the "CLEAR" option. Once finished with the name or drawing, shoot "END" to exit this screen.

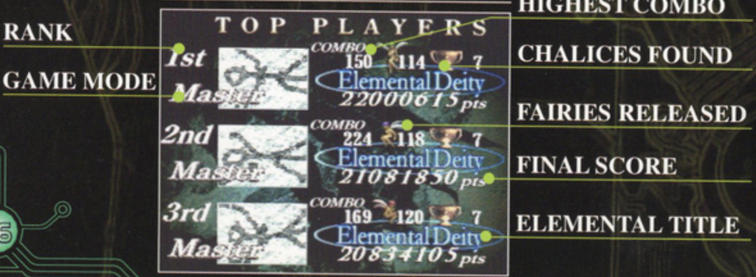

NAME ENTRY
2nd
PLAYER 1
CLEAR
2506426 pts
END

Hold down the Trigger button while moving the cursor to write a name or draw a picture.


NAME ENTRY
2nd
PLAYER 1
CLEAR
2506426 pts
END

Hold down the "A" button while moving the cursor, or select "CLEAR", to erase a name or picture.

TOP TEN SCREEN


TOP PLAYERS
1st
Master
COMBO
150
114
7
Elemental Deity
22000615 pts
2nd
Master
COMBO
224
118
7
Elemental Deity
21081850 pts
3rd
Master
COMBO
169
120
7
Elemental Deity
20834105 pts
RANK
GAME MODE
HIGHEST COMBO
CHALICES FOUND
FAIRIES RELEASED
FINAL SCORE
ELEMENTAL TITLE

NAOKI SUDA, ART DIRECTOR

Q. What influences did you draw from to create the fabulous art of Elemental Gearbolt?

A. Nothing really. This time, I asked Hitoshi Yoneda, illustrator, to draw a lot of images/illustrations and basically, I aimed at creating visuals that would convey his imagination and atmosphere and that would make the full use of his illustrations.

Q. What other projects have you been involved in?

A. Project: Horned Owl. Actually, Elemental Gearbolt first started off as an offspring of PHO.

Q. Interesting! Can you briefly discuss how Project: Horned Owl's follow-up turned into Elemental Gearbolt? I'm certain US players would be very interested to have a peek "behind the scenes" on a change of this magnitude.

A. Immediately after completing Horned Owl, I received a next offer from the client, who asked me to make another gun shooting game as Horned Owl. At that time, I thought I would make a true sequel to Horned Owl by replacing data, but then I thought it over and decided to make something that has a totally new world. As you may agree, it's not so fun and doesn't really have a meaning in making similar thing again. It ended up taking such a long time in creating a game.... but anyway, I started off from the thought of making Horned Owl's sequel and landed in planning a game that possesses a new world.

Almost all the existing gun shooting games were set in the modern world we live in or in a futuristic world, and how far the setting in Elemental Gearbolt is distanced from such stereotyped world was one of the things I tried to achieve the most. I told Shibamura of my ideas and had him create a story based on them. This is how the world of Elemental Gearbolt was born. I am very proud of it and would love to expand it more.

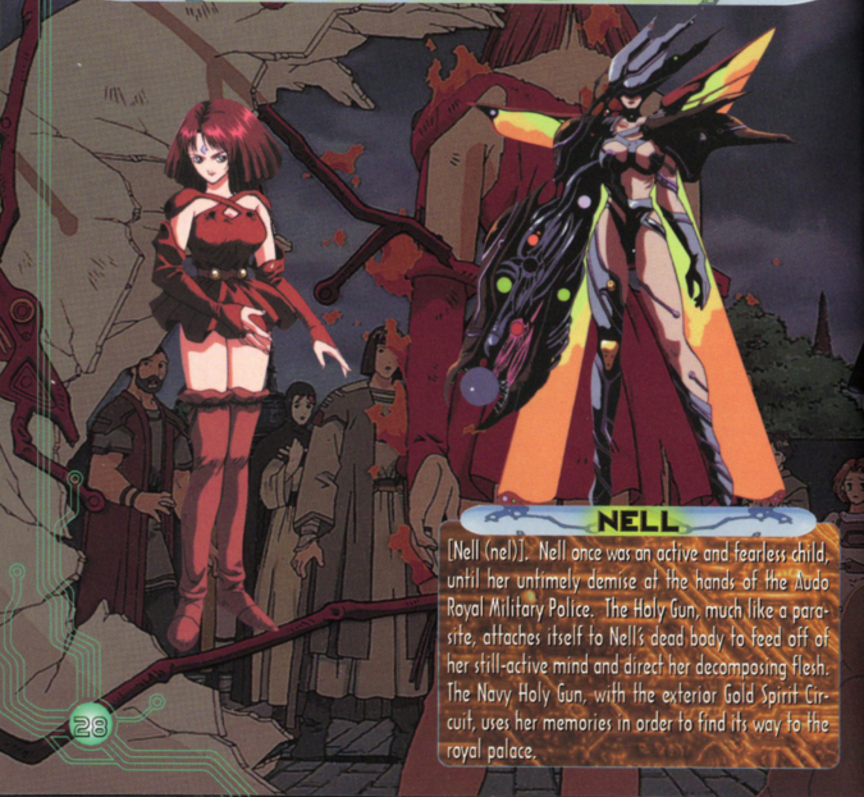
Q. Do you have formal training through a college art direction program, or were you "self-taught?"

A. I never went to college, so probably I'm a more "self taught" person.

Q. Did Hitoshi Yoneda create the illustrations you asked for on his own, or did you relate the full details of the story to him to inspire him? Also, how long did the initial illustration creation process take?

A. I had my own visual concept (as well as the basic settings), so I explained it to Yoneda-san through a number of meetings we had. After that, I let Yoneda-san's imagination fly as he wished. He seemed to have had a bit of trouble understanding the settings and it took time before he came up with the first draft of illustration. Schedule was pushed behind and I had a hard time, too, but the finished illustrations was so beautiful and to the point, I think my efforts were rewarded fully.

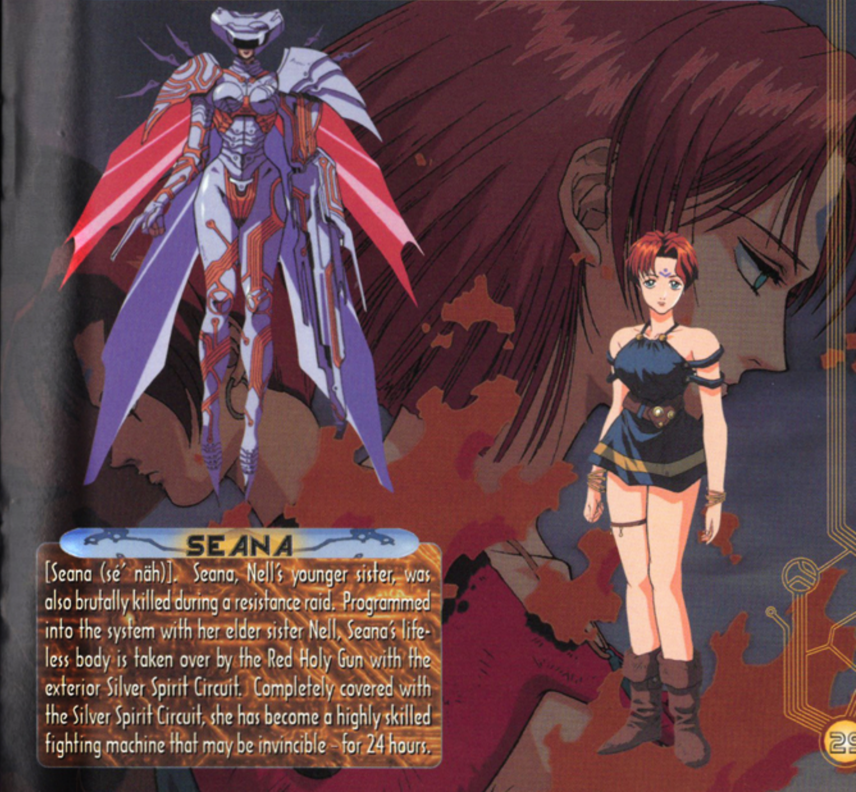
CAST OF CHARACTERS



NELL

[Nell (nel)]. Nell once was an active and fearless child, until her untimely demise at the hands of the Audo Royal Military Police. The Holy Gun, much like a parasite, attaches itself to Nell's dead body to feed off of her still-active mind and direct her decomposing flesh. The Navy Holy Gun, with the exterior Gold Spirit Circuit, uses her memories in order to find its way to the royal palace.

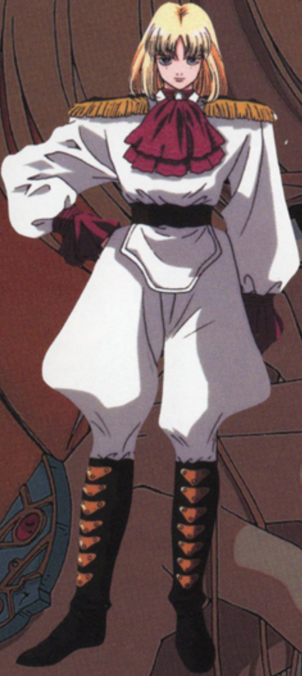
CAST OF CHARACTERS



SEANA

[Seana (sé´ näh)]. Seana, Nell's younger sister, was also brutally killed during a resistance raid. Programmed into the system with her elder sister Nell, Seana's lifeless body is taken over by the Red Holy Gun with the exterior Silver Spirit Circuit. Completely covered with the Silver Spirit Circuit, she has become a highly skilled fighting machine that may be invincible – for 24 hours.

CAST OF CHARACTERS

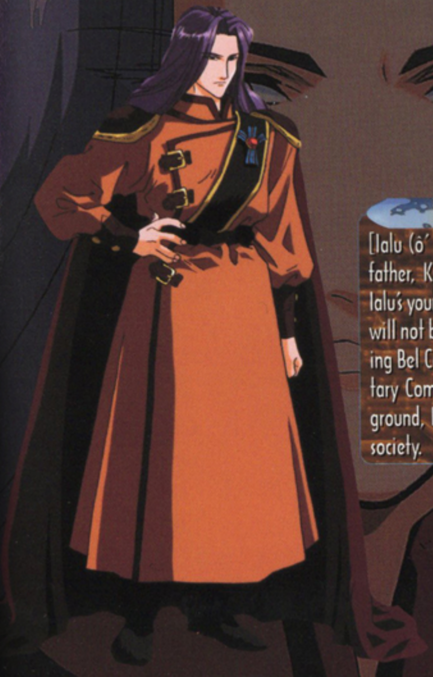


PRINCE BEL CAIN

[Bel Cain (bel kān)]. Born to a world of racial hatred, Prince Bel Cain views himself as the only hope for peace. With his father, King Jabugul II, being pure Audian, and his mother being pure Sulunakan, Bel Cain is a half-breed in a twisted world.

After the murder of his mother at the hands of his father, Bel Cain is left alone to resolve the inner conflict between the world of the Audo and Sulunakan peoples. With the hatred of his father eating away at his very being, Bel Cain decides to take control of the world by military force. Once his plan is accomplished, he can create a classless Utopia where peace can finally be a lasting reality.

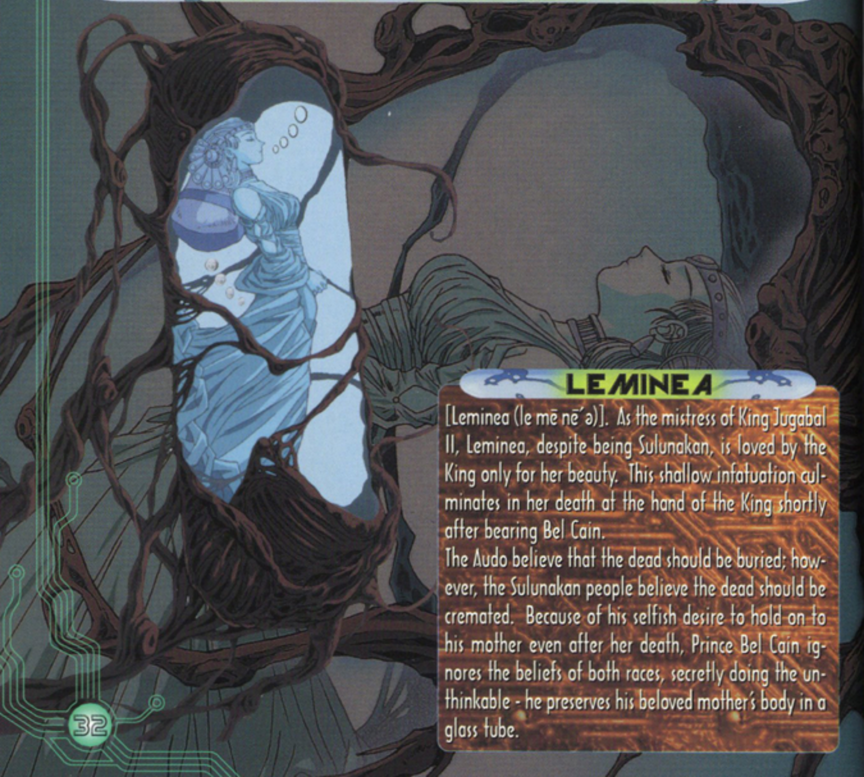
CAST OF CHARACTERS



PRINCE IALU

[Ialu (ô´ lo͞o)]. Despite being pure Audo like his father, King Jabugal II has given the throne to Ialu's younger brother Bel Cain. Knowing the throne will not be his, Ialu suppresses his thoughts of killing Bel Cain, instead taking a position as his Military Commander. With his strong military background, Ialu is committed to preserving the Audo society.

CAST OF CHARACTERS

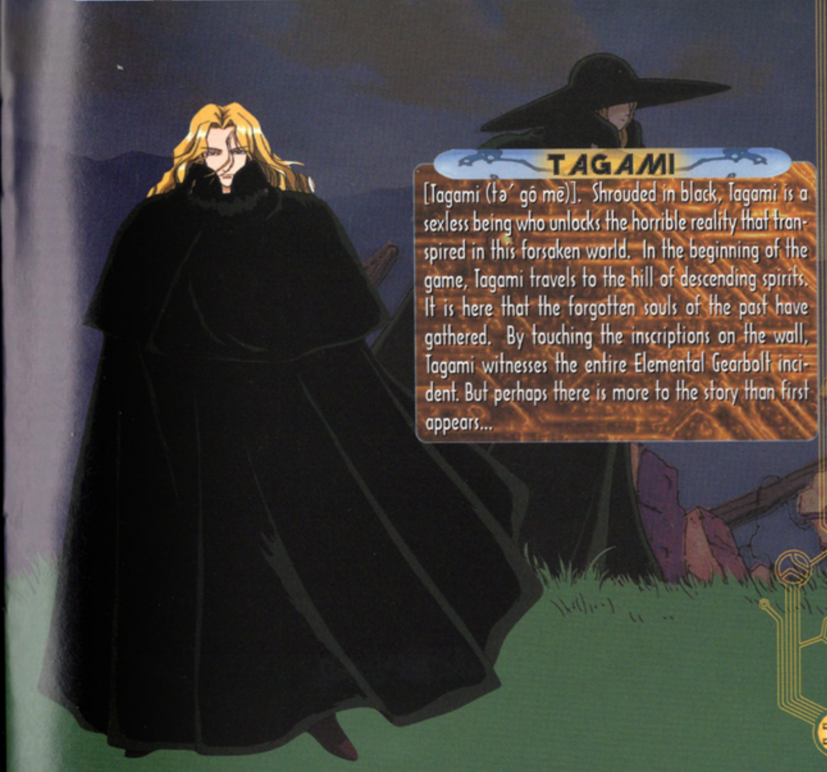


LEMINEA

[Leminea (le mē nē´ ə)]. As the mistress of King Jugabal II, Leminea, despite being Sulunakan, is loved by the King only for her beauty. This shallow infatuation culminates in her death at the hand of the King shortly after bearing Bel Cain.

The Audo believe that the dead should be buried; however, the Sulunakan people believe the dead should be cremated. Because of his selfish desire to hold on to his mother even after her death, Prince Bel Cain ignores the beliefs of both races, secretly doing the unthinkable - he preserves his beloved mother's body in a glass tube.

CAST OF CHARACTERS



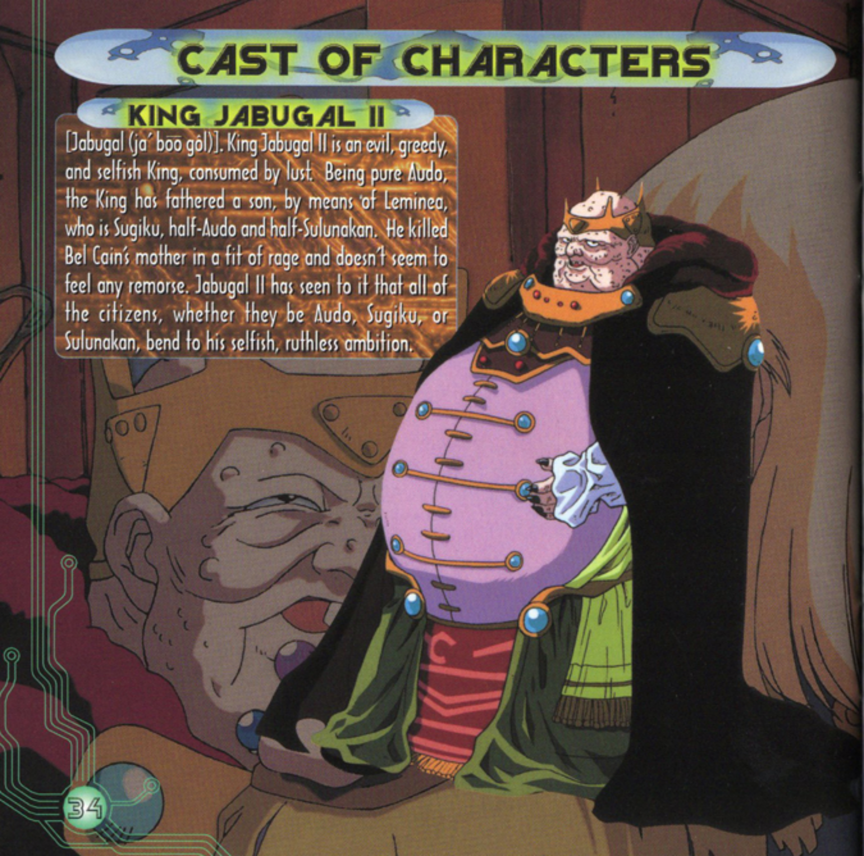
TAGAMI

[Tagami (tə´ gô mē)]. Shrouded in black, Tagami is a sexless being who unlocks the horrible reality that transpired in this forsaken world. In the beginning of the game, Tagami travels to the hill of descending spirits. It is here that the forgotten souls of the past have gathered. By touching the inscriptions on the wall, Tagami witnesses the entire Elemental Gearbolt incident. But perhaps there is more to the story than first appears...

CAST OF CHARACTERS

KING JABUGAL II

[Jabugal (ja´ bo͞o gôl)]. King Jabugal II is an evil, greedy, and selfish King, consumed by lust. Being pure Audo, the King has fathered a son, by means of Leminea, who is Sugiku, half-Audo and half-Sulunakan. He killed Bel Cain's mother in a fit of rage and doesn't seem to feel any remorse. Jabugal II has seen to it that all of the citizens, whether they be Audo, Sugiku, or Sulunakan, bend to his selfish, ruthless ambition.



TAKAHIRO KANEKO, PRODUCER

Q. Considering that Project: Horned Owl was the previous shooting project, and Elemental Gearbolt has a much more advanced and immersive "feel", how did you make such a vast improvement? By analyzing what did and didn't work in Horned Owl, or just by starting fresh?

A. As you mentioned, we created the game based on the pros and cons of Project: Horned Owl. What we had learned the most from PHO are:

1. ***An established "world" as elaborate as RPG games is necessary for shooting games.***
2. ***To realize an extraordinary beautiful and gorgeous graphics.***
3. ***To establish a challenging system that would drive the consumers to play the game repeatedly.***
4. ***To stick to the drawing that runs 60 frames per second.***

Q. What other projects are you most proud of?

A. Above all, Alundra. And also Wild Arms. The reason I am proud of those two particular titles is because I consider they both made a big hit in the overseas market, as well as in the Japanese market. There are not many entertainment software (including music, movie, books, etc.) that have sold well in the overseas and I feel that two video games titles I mentioned contributes even to the Japanese economy :).

Q. How long have you been in video games? Have you always worked for Sony?

A. This is my 13th year in the video game business. I joined Sony in 1994 but before that is a top secret.

Q. What is your favorite kind of game? Do you play games in your "off" time?

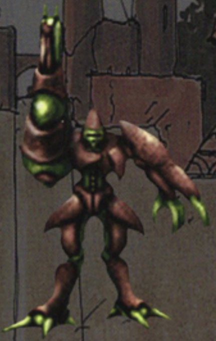
A. There are too many titles that I'm fond of and is difficult to mention all of them here. The first game I played was, if I remember correctly, a pirated edition of "Pong". I loved "Space Invaders", "Xevious" and "Hang-on", those epoch-making titles in the video game industry. During Golden Week [a week-long holiday period in Japan] this year, I devoted myself into "GT" [Gran Turismo], "Bio Hazard 2" [Resident Evil 2] and "Momotaro-Dentesu" [Railroad Simulation].

Q. Since in the original game design, there were to be more "guardians" of "the beyond" (besides just the dragon), do you plan to use some of the ideas left out of this version in a sequel? If so, any ideas on what it might explore (Tagami's travels, The Septentrion's other interventions, etc)?

A. I really can't say, but that would be great, wouldn't it?

OPENING ACT ENEMIES

The Royal Military Police have employed vast amounts of robotic equipment in order to maintain order in these tumultuous times. The following pages contain brief descriptions of these mechanized warriors.



TYRL

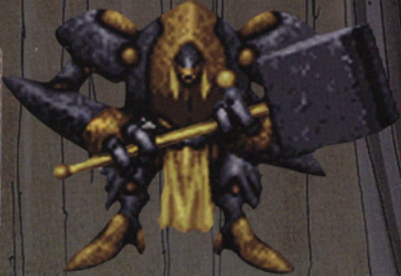
[Tyrl (ter´ il)]. The Tyrl is used mainly for police activities, public safety, and light battles. It is one of the most manufactured units, because of its popularity. The arms of the Tyrl can be removed and reattached to employ a number of different weapon packages.

Score: 150 pts.

VIDAL

[Vidal (ve´ däl)]. The Vidal is a heavy mobile foot soldier that is used to control rioters. The Vidal series is one of the oldest military units still in use. After being re-manufactured, the Vidal comes to the battle lines with a huge stone hammer in hand to crush any foolish rioters.

Score: 240 pts.



OPENING ACT ENEMIES

TIASHI

[Tiashi (tē´ ä shē)]. The Tiashi was manufactured by the Royal Air Force as a high speed military machine. With its advanced wing-drive system, it's able to speed up to an enemy in no time, dispatching virtually any foe easily with dual armor-piercing missiles.

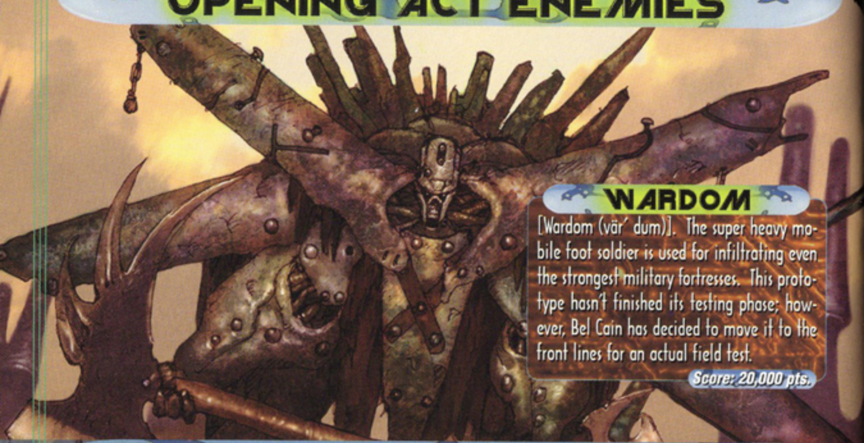
Score: 120 pts.

SAFERIMNIRU

[Saferimniru (sā frim´ nē rōō)]. The Saferimniru was originally designed for use in field battles. However, by reducing its length, the Royal Air Force has succeeded in making it suitable for forest battles. Unfortunately, this adjustment has weakened the integrity of its hull, making it more vulnerable to attack.

Score: 230 pts.

OPENING ACT ENEMIES



WARDOM

[Wardom (vär´ dum)]. The super heavy mobile foot soldier is used for infiltrating even the strongest military fortresses. This prototype hasn't finished its testing phase; however, Bel Cain has decided to move it to the front lines for an actual field test.

Score: 20,000 pts.

HITOSHI YONEDA, CHARACTER DESIGN

Q. What influences did you draw from to create the fabulous art of Elemental Gearbolt?

A. Even before working on Elemental Gearbolt, I always loved and got influences from Art Nouveau, Art Deco, artists of early Raphael school, French and American comics, American SF/fantasy movies and so on.

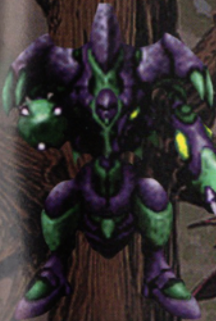
Q. What other projects have you been involved in?

A. In the video game genre, I did the monsters design for Enix's 'Mystic Arc' and characters and production design for Asmik's 'Forest Kingdom' (game itself is not released yet). I am currently working on a movie as well.

Q. Do you have formal training through a college art direction program, or were you "self taught"?

A. I was taught the basic art education at Kyoto Municipal College of Arts, Design Course. But I would say that I was trained more and learned techniques through various illustration work I did after graduation.

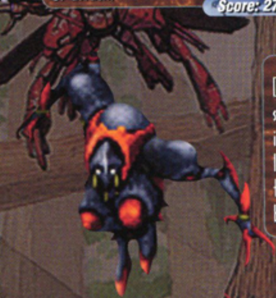
ACT 2 ENEMIES



OZLE

[Ozle (o͞o´ zōl)]. The Ozle were designed for jungle warfare. They are lightly equipped with weapons; however, their defensive power is very strong. Their lighter frame affords them greater agility in the thick forest undergrowth. Ambush is their preferred method of attack.

Score: 270 pts.



FLIG

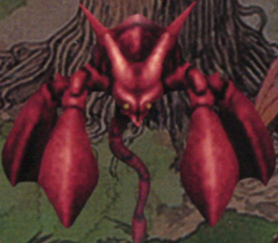
[Flig (Flēg)]. This lightweight, mobile foot soldier was specifically designed for use during forest campaigns. It has the ability to lunge from high perches onto unsuspecting targets. However, because of its lightweight body, its defensive power is extremely low.

Score: 240 pts.

REDMAG

[Redmag (rēd´ māg)]. The Redmag was genetically engineered so that it could reproduce asexually, increasing the food supply for the poor. Unfortunately its DNA is now unstable, creating a new breed of violent, carnivorous monster that lurks in the waters near the bio-tech plant.

Score: 180 pts.



ACT 2 ENEMIES

BERGEMILL

[Bergemill (burg′ mil)]. This aircraft is still in the evaluation phase of development. It is well-liked for its lightning speed and awesome maneuverability. Since its weapons and armor are still under development, the Bergemill is extremely vulnerable to virtually any attack.

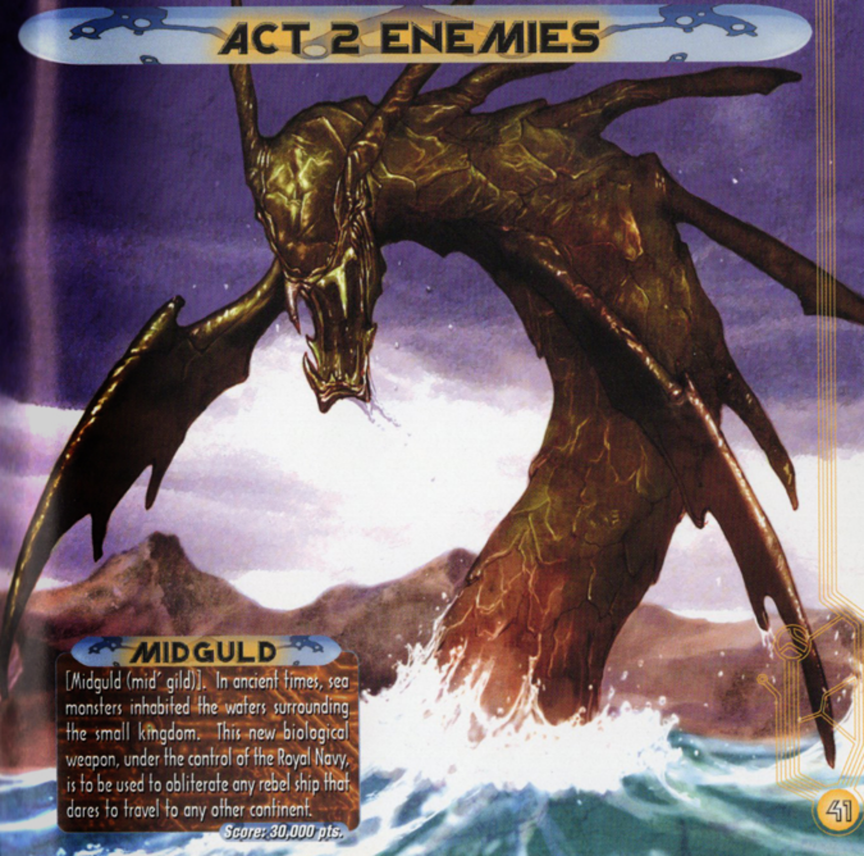
Score: 240 pts.

SLTOLE

[Sltole (sil tōl′)]. This Sltole is the largest flying vessel ever created. This magnificent ship has two cockpits at each end of its length. Each cockpit is responsible for controlling half the body and five pair of wings. It has heavy-metal armor and three missile bays on each side of its body.

Score: ??? pts.

ACT 2 ENEMIES



MIDGULD

[Midguld (mid´ gild)]. In ancient times, sea monsters inhabited the waters surrounding the small kingdom. This new biological weapon, under the control of the Royal Navy, is to be used to obliterate any rebel ship that dares to travel to any other continent.

Score: 30,000 pts.

ACT 3 ENEMIES

HADELINE

[Hadeline (had duh´ lin)]. Due to heavy metal plating, the Hadeline's mobility is less than optimal. However, with its legs firmly planted, it's capable of delivering a full-power shot at any foe. The only weak spot known to exist on this creature is on its abdomen.

Score: 180 pts.

HALEMOD

[Halemod (hal´ mäd)]. This older military vehicle has been remodeled for use in the underground caverns. With increased armor, its defensive ability has been enhanced. Its weapons are designed to inflict extensive damage on carbon-based life forms, so this monster poses a real threat to Nell and Seana.

Score: 310 pts.

ARI

[Ari (ə´ rē)]. The Ari is one of the largest living insects in the known world. There have never been any reports of attack from the Ari. In fact, the Sulnakans used to worship it as a god.

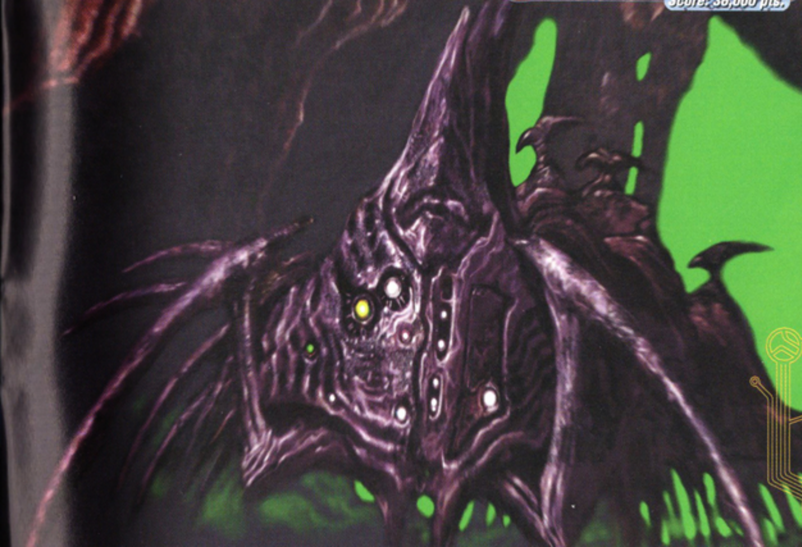
Score: ??? pts.

ACT 3 ENEMIES

NEETHOG

[Neethog (nē´ thóg)]. This giant boring machine was designed to burrow under an enemy fortress, allowing troops to safely enter from below. Since there are an insane number of sensors located in its "mouth," that area is the weakest point.

Score: 36,000 pts.



GUN RATING INFORMATION

The following pages describe the pros and cons for the current guns that are available for the PlayStation® game console.

Gun Rating Chart

	Gun	Remarks	$
Includes the GUNCON! with dock/reload button for authentic arcade action	Namco® Guncon®	The queen mother of all guns. This is the ONLY light gun a serious gamer should consider. Pity that, as of press time, you can't buy it separately. It's only available with Time Crisis or Point Blank, but WELL worth the investment. (Point Blank is more fun, BTW...)	$50
JUSTIFIER PlayStation	Konami® Justifier	The old standby. One of the first guns released for the PlayStation, it does the job, but not much else.	$20
Ultimate Fire-Power! THE HEATER	Nuby Heater	A poor follow-up to the *awesome* red multi-machine light gun, this non-Guncon compatible device lost something in the translation. It's licensed, but it tends to drift a LOT, and it doesn't have the cool red lights on the side that animate when you pull the trigger that the earlier red gun had.	$25
FOR SONY PLAYSTATION LUNAR GUN	Naki® Lunar Gun	Similar to the Justifier, but with a laser sight option ($20 extra) that snaps on to the bottom. Sight enabled, it makes a red dot on your TV screen where you point it. Pity it doesn't have very good adjustment for the sight.	$25
	Blaze Erazer	A force-feedback gun with annoying sounds, a cheap feel, and terrible accuracy. If you can even get this gun to calibrate properly, you'll have the force-feedback "feature" off in about three seconds, unless you're three years old or mentally retarded.	$39
	Joy Tech Real Arcade Light Gun	A nice idea that doesn't quite pan out. This gun features a foot pedal, Guncon and normal gun modes, and force-feedback. Our problems were that the gun was way too heavy for extended use (it's supposed to be a GAME, not a bicep-bash!), and the Guncon mode was pretty iffy.	$40

Visit our website (http://www.workingdesigns.com) for a complete review of guns that are available for the PlayStation® game console.

YUURI SHIBAMURA, STORY

Q. What inspired you to create this world and its intricate story?

A. One day, a friend of mine told me a sad story. It was about a prince, a girl, a traveler, and the holy gun. After hearing the story, I got very angry. I just couldn't comply with it and got really mad. All I wanted was to have the prince and the girl to see the happy ending but the story didn't turn out that way. After about 10 years, I started off my career as a game creator, and a few years more later, I laid my hands on creating this game, Elemental Gearbolt. At this time, I decided to recreate the old story that persistently remained on my mind. After all those years, its unreasonableness still disturbed me. You wait and see. I will make a good story in which everyone will eventually become happy. That's what I thought. So, there is another story to this. The story still continues and is waiting for someone to witness it.

Q. Many things about the story, like the Septentrion, were not explained in the game or manuals. Did you create a background story for these and just withhold it to allow the player to use their own imagination?

A. Simply speaking, I thought it was not necessary to explain the situation of the story. The reason why I prepared the details of the story, though, was to let even the short dialogue or an animation cut/graphics have the "depth" or the "feel/atmosphere" and I did not intend to reveal everything to the other people. A casual short word that a person speaks comes out from the life, memory and the world that this person possesses. The same thing applies to a tree, a building, an animal and a weapon. I wanted the users to feel the atmosphere and in order to realize it, I needed a lot of settings that were not narrated in the game. However, you might notice that some of them are shown taking the library format, but that was because the other staff members told me that they were too good to be just hidden away, and it certainly was not my original intention. Anyway, a lot of people, such as a PR person, hint book editor, the animation creator, Rintaro, told me that they were "too good to hide away" and, when I started to feel that those Japanese guys were strange, I received very detailed questions from the US [Working Designs, during the conversion of the game to English] and suddenly I noticed that probably I was the strange guy than anybody else and probably in the world level.....But who likes to be explained of every detail of the story? So I think the way I had chosen to take was correct.

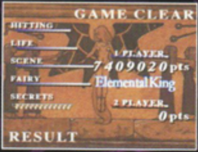
Q. What other games have you worked on?

A. I am very sorry, but I cannot answer this question. When I joined the company, one of the conditions that I proposed was not to be asked of my past.

$10,000 CONTEST

Grand Prize (1): $10,000
First Prizes (2): Elemental Gearbolt™ Assassin Case with Gold GunCon®
Runner-up Prizes (10): One Year Subscription to EGM
Entry Deadline: January 15, 1999

To Enter:



Send a legible photograph or a video tape showing the final status summary screen from the Single-Player Normal Mode with all twelve chalices (sample depicted at left) of the PlayStation® game Elemental Gearbolt™, along with a 3x5 card or paper containing your name, address, age, and phone number to: Elemental Gearbolt™ Contest c/o Working Designs, 18135 Clear Creek Road, Redding, CA 96001.

Rules:

Enter as often as you wish, but only the single highest score submitted by any one individual will be entered for final consideration. Limit one submission per game save. Duplicate game screens derived from the same save data source submitted by different individuals will be disqualified. Times and finish percentages gained by using software modification codes and/or hardware will be disqualified. Winner may be required to demonstrate skill used to gain winning time in order to claim Grand or First prizes. Entries must be received by January 15, 1999. All entries become the property of Working Designs, Inc., and will not be acknowledged or returned. Working Designs, Inc. assumes no responsibility for lost, mutilated, late, ineligible, incomplete, postage-due, or misdirected entries. Unclaimed prizes will not be awarded. Limit one prize per family, organization, or household.

Prizes:

One (1) Grand Prize: $10,000. Two (2) First Prizes: Elemental Gearbolt Assassin Case with Gold GunCon® (Approximate retail value $500). Ten (10) Runner-up Prizes: One year subscription to Electronic Gaming Monthly (Approximate retail value $60). Winners will be determined on the basis of the highest score (as reported on the status screen sent as an entry requirement). Judges' decision to be made the week of January 18th and winner will be notified on or about January 30th. In the event of a tie, tied players will be required to play-off by videotape. All judges' decisions are final. Grand prize winner will be notified by Federal Express once entry has been verified as eligible. Runner-up prize winners will be notified by mail. Results will be published in Electronic Gaming Monthly, on Working Designs' web page (www.workingdesigns.com), and on Electronics Boutique's Internet web page.

No substitution of prizes is allowed, except at the discretion of Working Designs, Inc., should one of the featured prizes become unavailable. Limit one (1) Grand Prize per household in any Working Designs contest in an eighteen (18) month period. Limit one (1) First or Runner-up Prize per person per contest.

Eligibility:

Contest open to residents of United States and Canada only. Noncompliance with the rules of the contest, and/or the return of the prize notification will be grounds for disqualification. In the event of a disqualification, the Grand Prize will be awarded to the next eligible entry. In the event of a disqualification, First and Runner-up prizes will not be reassigned. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within 30 days of receipt or forfeit prize. By acceptance of prize, winner(s) agrees to the use of their name and/or likeness for purposes of advertising, trade or promotion without further compensation, unless prohibited by law. Employees of Working Designs, ZD Inc., Sony Computer Entertainment Inc., Electronics Boutique and their affiliates are not eligible. Neither Working Designs, ZD Inc., Sony Computer Entertainment Inc., or Electronics Boutique are responsible for any damages, taxes, or expenses that consumers might incur as a result of this contest or receipt of prize. Winner accepting prize(s) agree that all prize(s) are awarded on the condition that Working Designs, Inc., ZD Inc., Sony Computer Entertainment Inc., Electronics Boutique and their agents, representatives, and employees will have no liability whatsoever for any injuries, losses or damages of any kind resulting from acceptance, possession, or use of the prize(s). Winner further acknowledges that Working Designs, Inc. nor any of the contest sponsors has neither made nor is in any manner responsible or liable for any warranty, representation or guarantee expressed or implied, in fact or in law, relative to any prize, including but not limited to its quality, mechanical condition, or fitness.

List of Winners:

For a list of winners, send a self-addressed, stamped envelope to Elemental Gearbolt™ Winners c/o Working Designs, 18135 Clear Creek Road, Redding, CA 96001. Requests for winners must be received by February 15, 1999. Allow four weeks for delivery of winners list.

Restrictions, Etc.:

Void where prohibited or restricted by law. All federal, state, and local regulations apply. This contest is sponsored by Working Designs, Inc., ZD Inc., and Electronics Boutique. Sony Computer Entertainment Inc. is not a sponsor. "ELEMENTAL GEARBOLT™" is a trademark of Sony Computer Entertainment Inc. Original Game © Sony Computer Entertainment Inc. 1997. This game is published by Working Designs under license from Sony Computer Entertainment Inc. English Translation © Working Designs 1998. "Working Designs" is a registered trademark of Working Designs, Inc. All rights reserved. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. Electronic Gaming Monthly is a trademark of ZD Inc. Electronics Boutique is a registered trademark of Electronics Boutique Holding Corp.

TRANSLATION NOTES

Elemental Gearbolt represents a bit of a departure for us, as I'm certain longtime fans have figured out by now. Let me explain. Technically, this title should have been released on our "SPAZ" label, which is dedicated to shooting and action titles. However with its moody music, experience and combo system, and atmospheric animations, this title felt SO much like a "Working Designs" RPG title, we decided to release it as a "Working Designs" game. Hopefully, after playing the game, you'll see why.

We made quite a few changes to the Japanese title in the process of bringing it over for the US audiences. First and foremost, twelve hidden chalices were added to give repeat players a challenge, as well as providing a way to weed out all but the best players for our $10,000 grand prize high-score contest. The "easy" mode was renamed "Training" mode, and it was limited to only three levels. Also, the overall difficulty of Normal and Master modes were increased approximately 50%. Specific boss difficulty was also beefed up. The requirements for unlocking specific items on the option menu were also changed a little to give players an incentive to finish all three modes of play.

Originally there was a short "radio drama" style option which played out an original assassination attempt on Bel Cain as a boy, but we covered the plot points in the manual, electing to include about 5 minutes of outtakes from the recording process instead. The cool thing about putting the outtakes here (as opposed to after the credits, where we usually put them) is that once the player unlocks the mode, he can share it with friends on demand, without having to play the game through.

Sound effects were also beefed up in the animations. Users who played the Japanese version should be able to hear the difference, especially in scenes like the opening one before Act 1. And, finally, the title screen was modified a bit, shrinking the Japanese Kanji characters (which were too cool to 86) a little, and increasing the size of the English game title.

Well, that's about it. Hopefully this game will give you hours and hours of enjoyment. It's still one of our favorite games, and that's saying a LOT when we're at the end of a project! Don't forget to try two-player mode - it's really something special! Feel free to write (snail mail or webmaster@workingdesigns.com) and tell us what you think. We really are nothing without you, the fans. Until ThunderForce 5, see ya!

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Where to find us Online:

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America Online:	KEYWORD: Video Games
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